

BIG BROTHER #45: Game #1 concluded. FALL 1916:

GERMANY---Army-Marseilles S A Venice to Piedmont  
Koning Army-Venice to Piedmont  
Army-Tyrolia to Munich  
Army-Finland to St. Petersburg  
Army-Livonia S A Finland to St. Petersburg  
Fleet-Bothnia S A Livonia  
Fleet-Norway to Sweden  
Fleet-Denmark to Sweden  
ITALY-----Army-Rome to Venice  
McCallum Army-Albania to Greece  
Fleet-Gulf of Lyon to Marseilles  
Fleet-Tyrrhenian Sea to Western Med.  
Fleet-Ionian Sea to Tunia  
TURKEY----Army-Serbia & Fleets-Syria & Smyrna stand.  
Fleets-Aegean Sea & Constantinople stand.

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Supply Centers Controlled By;  
England-Edi (1) Constant  
France-Bre, Par, Bel, Hol, Spa, Port, Liv, Lon, Ber, Kiel, Sev, War, Mos  
(13) Remove One (Gamesmaster removes F-Barents Sea)  
Germany-3 Austrian, 3 Scandinavian, Mar, St. P., Ven, Mun  
(10) No place to Build.  
Italy-Tun, Gre, Bul, Nap, Rome (5) No change.  
Turkey-3 home, Rum, Serb (5) Constant.

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WARMONGERS' GAME #2: Winter & SPRING 1913: 21 OCTOBER '67:  
AUSTRIA CAPTURES PARIS & PREPARES FOR MORE WAR!  
FALL 1913 Moves due at 6PM, FRIDAY, NOVEMBER 3rd. 1967.

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AUSTRIA---Army-Kiel to Denmark  
Zelazny Army-Sweden S A Kiel to Denmark  
Army-St. Petersburg to Finland  
Army-Moscow to St. Petersburg  
Army-Warsaw hold  
Army-Rumania hold  
Army-Serbia S A Rumania  
Army-Apulia hold  
Army-Picardy to Paris  
Army-Burgundy S A Picardy to Paris  
Army-Marseilles S A Burgundy  
Army-Piedmont S A Marseilles  
Fleet-Belgium S Turkish F Holland to North Sea  
Army-Ruhr S F Belgium  
Army-Berlin to Kiel  
ENGLAND---Fleet-Denmark Demolished!  
Fleets-North Atlantic & Irish Sea stand.  
Fleets-North Sea & Norway stand.

Cont.

BIG BROTHER #45: Game #2 concluded. SPRING 1913:  
 FRANCE----Army-Paris ordered to hold.\*  
 Birsan (\*-This last French A was defeated & France loses game)  
 TURKEY----(Sorry, no moves received. Please do not miss again!)  
 Dygert Armies-Livonia, Gascony & Bulgaria stand. (No Build rec.)  
 Fleets-Brest, Holland, & English Channel stand.  
 Fleets-M.A.O., West. Med., & Spain (S.C.) stand.  
 Fleets-Black, Aegean, & Ionian Seas stand.

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 PRACECORPS' GAME #3: SPRING 1908: SPRING 1908;  
 TRIESTE & SEVASTOPOL BOTH STAND OFF SEIGES! 21 OCT. 1967:  
 FALL 1908 Moves due at 6PM, FRIDAY, NOVEMBER 3rd. 1967.

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 FRANCE----(Sorry, no moves received. Please do not miss again!)  
 Dygert Armies-Ruhr, Paris, Holland & Rome stand.  
 Armies-St. Petersburg, Marseilles & Tuscany stand.  
 Fleets-Tunis, Naples, Brest & Norway stand.  
 Fleets-Helgoland Bight, North & Tyrrhenian Seas stand.

GERMANY---Army-Munich to Tyrolia  
 Turner Army-Venice S A Trieste  
 Army-Vienna S A Trieste  
 Army-Trieste holds.  
 Army-Bohemia to Galicia  
 Army-Silesia S A Bohemia to Galicia  
 Army-Ukraine S A Bohemia to Galicia  
 Army-Moscow to Sevastopol  
 Fleet-Baltic Sea to Sweden  
 Fleet-Denmark S F Baltic Sea to Sweden  
 RUSSIA(Koning)---Army-Sevastopol ordered to hold.  
 TURKEY---Fleet-Adriatic Sea S A Albania to Trieste  
 Tzudiker Army-Budapest S A Albania to Trieste  
 Army-Albania to Trieste  
 Army-Budapest to Serbia from Bulgaria  
 Army-Constantinople to Bulgaria  
 Army-Rumania S A Budapest  
 Fleet-Black Sea S Russian A Sevastopol  
 Fleet-Ionian Sea to Tunis

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 WINNERS' GAME #4: SPRING 1905: 21 OCTOBER 1967:  
 AUSTRIANS TAKE OVER MUNICH! ANGLO-RUSSIAN WAR IN NORTH LOOMS!  
 FALL 1905 Moves due by 6PM, FRIDAY, November 3rd. 1967.

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 ENGLAND---Fleet-Norway to Barents Sea Army-Kiel to Ruhr  
 Koning Army-Edinburgh to Norway  
 Fleet-North Sea C A Edinburgh to Norway  
 Fleet-Norwegian Sea S A Edinburgh to Norway  
 Army-Denmark to Sweden Fleet-Prussia to Baltic Sea  
 Fleet-Berlin S F Prussia to Baltic Sea

Cont.

**HIG BROTHER #45:**      Game #4 Concluded.      **SPRING 1905:**

**GERMANY**----Army-Munich stands and all are killed!

**FRANCE**----(Sorry, no moves received. Since this is the third miss MacKenzie\* France is now in civil disorder the rest of this game.)

\*-Note from Bob Lake (Canada-14 Oct.) "No one around here has even seen Jim McKenzie since he was married a couple of months ago."

Armies-Burgundy & Portugal stand

Fleets-English Channel & Mid-Atlantic stand.

**ITALY**-----Army-Marseilles to Gascony      Fleet-Spain(SC) to West.Med.

Nelson      Army-Piedmont S A Venice      Fleet-Gulf Lyon to Tyrr.<sup>S</sup> Sea

Fleet-Tyrrhenian to Ionian Sea

**AUSTRIA**----Army-Silesia to Munich      Army-Trieste to Venice

Wells      Army-Bohemia S A Silesia to Munich      F-Alb. not ordered

Army-Tyrolia S A Silesia to Munich

Army-Serbia to Trieste      Fleet-Eastern Med. to Ionian

**RUSSIA**----Army-Moscow to St. Petersburg      Army-Sweden stand.

McCallum      Army-Finland S A Moscow to St. Petersburg

Fleet-Gulf of Bothnia S A Sweden      Army-Lvn. to Prussia

Army-Warsaw S A Livonia to Prussia      F-Constantinople

Fleet-Ionian Sea to Tyrrhenian Sea      to Aegean Sea

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**LIONS' GAME #6:**      **FALL 1901:**      **21 OCTOBER 1967:**

Belgium stands off French & English!      **TURKS in RUMANIA!**

**WINTER 1901 BUILDS due by 6PM, FRIDAY, the 3rd. of NOVEMBER.**

**ENGLAND**----Army-Liverpool to Wales      Fleet-North Sea to Norway

Hearndon      Fleet-English Channel to Belgium

**FRANCE**----Army-Picardy to Belgium      Army-Spain holds.

Roland      Fleet-Mid-Atlantic to Portugal

**GERMANY**----(Sorry, no moves received)      Fleet-Denmark stands.

Johnston      Army-Ruhr stands.      Army-Berlin stands.

**ITALY**----(Sorry, no moves received)      Fleet-Ionian Sea stands.

von Metzke      Army-Tyrolia stands.      Army-Venice stands.

**AUSTRIA**----Army-Trieste to Serbia      Fleet-Albania to Greece

Lake      Army-Galicia S Turkish A Bulgaria to Rumania

**RUSSIA**----Fleet-Sevastopol to Rum.      Army-Ukraine to Warsaw

warden      Fleet-Gulf of Both. to Sweden      Army-Silesia to Berlin

**TURKEY**----Fleet-Ankara to Black Sea      Army-Bulgaria to Rumania

Naus      Army-Constantinople to Bulgaria

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**Supply Centers Controlled By:**

England-3 home, Nor (4) Build One

France-3 home, Port, Spa (5) Build Two

Germany-3 home, Den (4) Build One

Italy-3 home (3) No change

Austria-3 home, Serb, Gre (5) Build Two

Russia-4 home, Swed (5) Build One

Turkey-3 home, Bul, Rum (5) Build Two

Free Centers: Bel, Hol, Tun (3)-Total 34.

Press Release: "The British Government will not hesitate to go to war!"

"WAR is PEACE"-B.B.

BIG BROTHER #45: 15 OCTOBER 1967: (21 FINISHED GAMES)

THE ORIGINAL BIG BROTHER'S OFFICIAL POSTAL DIPLOMACY RATINGS:

Games: 1963A, B, 64A, B, C, D, 65A, B, D, E, F, G, H, I, L, S, T, 66B, D, E, O.

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27 John Smythe	0 James Thomas	-1 Hal Maus
16 Derek Nelson	-1 Dan Alderson	-1 Mark Owings
14 Jerry Pournelle	-1 Len Bailes	-1 George Parks
14 Charles Wells	-1 Ed Baker	-1 Ron Parks
11 John McCallum	-1 Brenda Banks	-1 Steve Patt
9 James MacKenzie	-1 Steve Barr	-1 Harold Peck
8 Don Miller	-1 Dan Brannen	-1 Eugene Prosnitz
7 Jim Letimer	-1 Tom Bulmer	-1 Paul Puckett
7 Bruce Pelz	-1 Allan Calhauer	-1 Don Recklies
6 Conrad vonKetzke	-1 Jack Chalker	-1 John Sandoval
5 Alan Huff	-1 Bob Cline	-1 Dennis Smith
4 John Koning	-1 Ron Daniels	-1 Henry Stine
4 Banks Mebane	-1 Dennis Frisch	-1 Ronald Wilson
2 Rick Brooks	-1 Leonard Garland	-2 John Boardman
2 Larry Peery	-1 Margaret Gemignani	-2 Ron Bounds
2 Dian Pelz	-1 Sidney Get	-2 Bill Christian
2 Jack Root	-1 Alex Gilliland	-2 Jim Dygert
2 Bob Ward	-1 Al Goggins	-2 Barry Gold
1 Richard Bryant	-1 Jim Goldman	-2 Gerald Jacks
1 Frank Clark	-1 Thomas Gorman	-2 Bernie Kling
1 John Davy	-1 Tom Griffin	-2 Charles Reinsel
1 Terry Kuch	-1 Ben Hendin	-2 Joel Sattel
1 Robert Lake	-1 Wayne Kohnel	-2 Bill Schreffler
1 Dave Lebling	-1 Monroe Jeffrey	-2 Jerry Teeney
1 Earl Thompson	-1 Fred Lerner	-3 Paul Harley
1 Charles Turner	-1 Greg Long	-3 Jim Sanders
1 Rod Walker	-1 Fred McDaniel	-3 Andy Swensen
0 Ken Davidson	-1 Greg Molencar	-4 Phil Castora
0 Jack Harness	-1 John Mazon	-4 Dick Schultz
0 Stuart Koshner	-1 Pat McDonald	-4 Roland Tzudiker

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#### Rules for the Official Postal Diplomacy Ratings:

1. Ratings are based on Finished POSTAL Games.
  2. Each Game WINNER receives seven points.
  3. The runner-up receives two points if he or she has ten or more units at finish of game.
  4. All other players still alive at finish receive one point.
  5. Each player resigning or forced out of the game by the other players loses one point.
  6. No game with less than SEVEN players will count!
  7. Team, Variant, or aborted games will NOT count on this scale.
  8. Total of all points per player is the standing of said player.
- Fee rate to play in Big Brother: \$5.00 if this is your first B.B. game. \$2.50 if you are now alive in Games #1, 2, 3, 4, 5, or 6! Hurry!